Candera General Changes

- Fixed several coverity issues.
- Asynchronous asset loading did not consider the context for upload. This has been fixed (CGI1-27075 - 9866).
- Invalidation dependencies contains camera information now (CGI1-26196 - 9786).
- Parts of the transition framework have been rewritten for higher stabilization and better rule matching algorithms. Most of the changes affect reversing running transitions (CGI1-38227).
- Added analyzer (monitor) file dump and memory dump possibility in Player (CGI1-25477).
- Added possibility to get depth buffers from GlTextureFrameBuffer (CGI1-37989).
- Node::RemoveAllChildren also removed parent. This has been fixed (CGI1-35916).

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